

toe subject areas in a horizontal row. At the beginning of the game, the teams choose to see which team goes first. The team that goes first can select any category it wants. Each time a player answers a question correctly, playing piece 16 is placed in the selected category. If a team misses a question, it fails to score and the opposing team gets another chance to score. In order to win the game, one team must win three tic-tac-toe subject areas in a row (vertically, horizontally, or diagonally).

The above description for scoring applies to both games one and two with this exception: In game one, the players can go anywhere on the board that is open for scoring. In game two, the team that goes first can select any subject area it wants for its first question. The team that goes second must stay with this topic. The first subject area must be resolved (win, lose, or tie) before moving on to another subject area. For example, if a team scores three in a row in Geography, it wins Geography. The losing team can then select a question from another subject area, but not before Geography is resolved. This procedure cuts down on card manipulation.

If it becomes evident that no team can score three consecutive tic-tac-toe subject areas 22 in a row because of tie games, then the winning team is determined on a point scale. This can be done simply by counting out the total number of playing pieces 16 and the team with the greatest total wins.

The playing cards 20 or 32, should not be handled by the team answering the questions. The opposing team should ask the questions and handle the cards. In some cases such as a long matching question, the team that is being questioned should be allowed to view the playing card because of the many possible answers that are available. Time limits for answering should be established by the players at the beginning of the game.

In game 1 played with no dice, questions from all nine subject areas appear on each playing card 32. An opposing player picks a playing card for the player whose turn it is. The player whose turn it is has selected a category (Geography) and his opponent reads the geography question from the front of the card. The answers to all nine category questions are on the back of the cards. The only exceptions to this procedure are in the case of some identification questions, geography map questions, or other categories. In these cases, the player is referred to a larger card for the question.

In game 2 played with dice, 126 questions are possible for each subject area by using the dice key. Three dice are required (two red 26a and one green 26b). When rolling the dice, the two red dice 26a occupy the ten's and hundred's place with the lower die number always going to the hundred's place. The green die 26b always occupies the one's place.

The numbers that result from this dice key are as follows:

111	121	131	141	151	161	221	231
112	122	132	142	152	162	222	232
113	123	133	143	153	163	223	233
114	124	134	144	154	164	224	234
115	125	135	145	155	165	225	235
116	126	136	146	156	166	226	236
241	251	261	331	341	351	361	441
242	252	262	332	342	352	362	442
243	253	263	333	343	353	363	443
244	254	264	334	344	354	364	444
245	255	265	335	345	355	365	445

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246	256	266	336	346	356	366	446
451	461	551	561	661			
452	462	552	562	662			
453	463	553	563	663			
454	464	554	564	664			
455	465	555	565	665			
456	466	556	566	666			

EXAMPLE

RED	RED	GREEN	NUMBER
4	5	1 =	451

If during the game a player rolls the same number again, he is to roll again.

While certain novel features of this invention have been shown and described and are pointed out in the annexed claims, it will be understood that various omissions, substitutions and changes in the forms and details of the device illustrated and in its operation can be made by those skilled in the art without departing from the spirit of the invention.

What is claimed is:

1. A game apparatus which comprises:

(a) means for forming nine tic-tac-toe arrangements in a square pattern, each said tic-tac-toe arrangement being labeled as a different subject area, said forming means including a playing board having a plurality of apertures;

(b) a plurality of playing cards having questions and answers to said questions, said questions and said answers being of grade level in difficulty, said playing cards having consecutively numbered questions and answers;

(c) a holder for setting up said playing cards;

(d) means for scoring when said correct questions are answered until three said tic-tac-toe arrangements are won in a vertical, horizontal, diagonal row to completely win said game, said scoring means including two different sets of playing pieces used by each player by placing each said playing piece into one of said apertures on said playing board; and

(e) means for randomly choosing one of said numbered questions to be answered by one of said players, said randomly choosing means further comprising two dice being of one color so that when rolling said dice they will occupy the tens and hundreds place with lower die number always going to said hundreds place, and one die being of another color so that when rolling said die it will always occupy the ones place, thus three said dice will indicate a three digit number corresponding to one of said numbered questions on one of said playing cards.

2. A game apparatus as recited in claim 1, wherein each said playing card includes a plurality of questions from one said subject area, on one side and answers to said questions on other side.

3. A game apparatus as recited in claim 1, wherein said playing cards further comprises:

(a) a first set of question cards, each said question card includes a plurality of questions from one said subject area; and

(b) a second set of answer cards, each said answer card includes matching answers from one said subject area.

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